

**CCW**™  
CHILDREN'S COMPUTER WORKSHOP  
AN ACTIVITY OF  
CHILDREN'S TELEVISION WORKSHOP

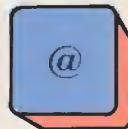


**Radio Shack®**

**How To PLAY**

# **BLACKBOARD™**

**1. To change the color of the cursor, press**



**2. To make a capital letter, press any letter and**



**3. To move the cursor, press**



**4. To move the cursor one space ahead, press**



**5. To move the cursor to the next line, press**



**6. To erase a letter, put the cursor  
below the letter and press**



**7. To erase the whole screen, press**



**8. To end, press**



# CHALK WALK



Materials Needed: a large, flat tar surface like a playground. You also need several pieces of chalk. Draw a map of a city or town.

Work with 2 or 3 friends. Plan your map on paper first. Then draw your map with chalk on the playground. Walk other students around your map.

# STRING STORIES



**Materials Needed:** Yarn, scissors, story starter ideas, pencil, tape and paper. Cut the yarn to different sizes. Tape the yarn to the paper.

Pick a story starter. Use the idea on the card. Write a sentence about the idea that is the same size as your piece of yarn. Share your sentence.

# PROGRAM MAY I?



Make cards that say ENTER, CLEAR, END. Make a card that has commands on it.

Example: clap = walk 1 step,  
thumb up = stand up,  
or thumb down = sit.

A student is the programmer. He/she claps hands and holds up the ENTER card. Other students walk 1 step. Follow programmer's directions until end.

FROM BLACKBOARD

# ALPHABET ROLL



Materials Needed: Alphabet pasta, cardboard tubes (toilet paper), white glue, small tray, paint, paper towels and paper. Glue the pasta onto the tube.

Line the tray with paper towels.  
Pour the paint into the tray.  
Roll the tube in the paint.  
Roll the tube onto paper to make a design.

FROM BLACKBOARD

# INSTANT T.V.

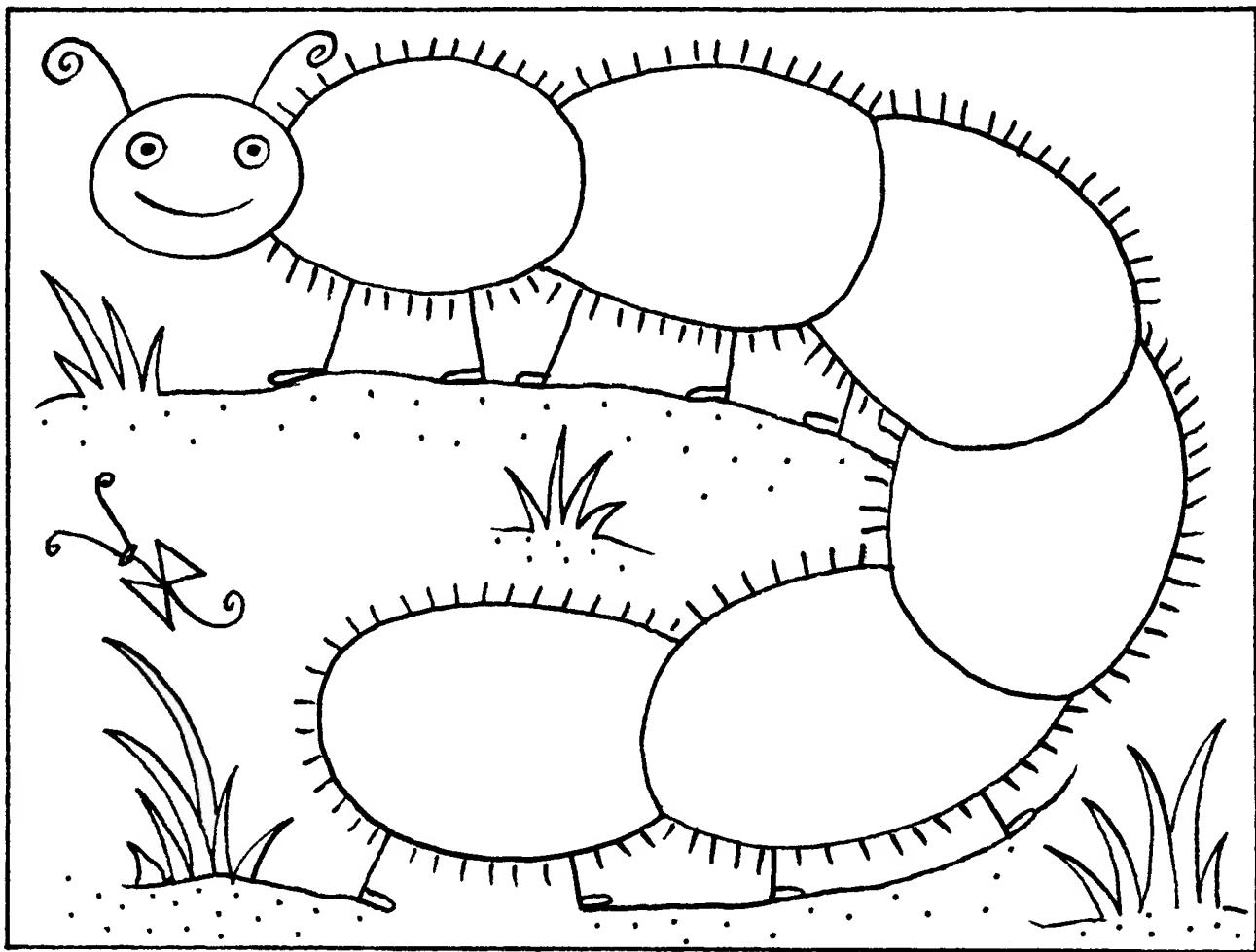


Materials Needed: a cardboard box, dowels, shelf paper, tape, crayons, markers or paint and scissors. Make a T.V. screen. Use the picture as a model.

Plan a story. Make boxes on the paper like the cut out box. Draw each scene in one box on the paper. Move your story across the screen. Add sounds.

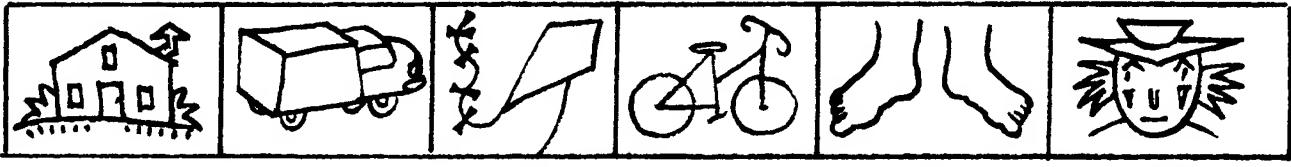
# Alphabet Worm

How well do you know your abc's? Can you put words in abc order?



Cut out each picture. Which picture begins with the letter closest to a?  
Paste it in the  closest to the

worm's head. Which word is next?  
Paste it in the next . Paste each word in the right . Use abc order.



house

truck

kite

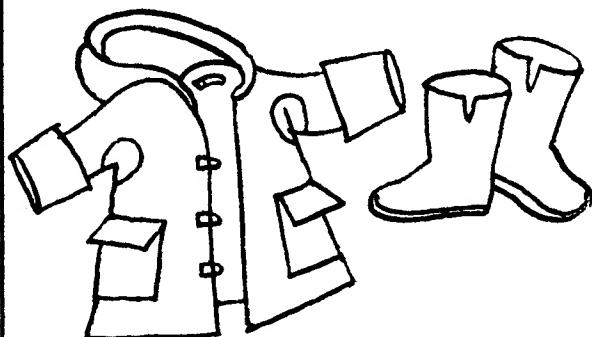
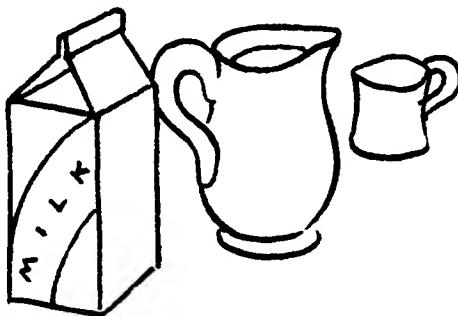
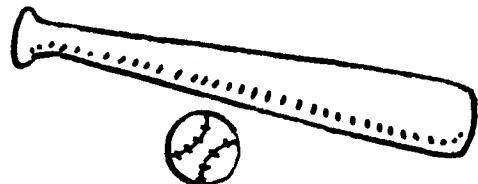
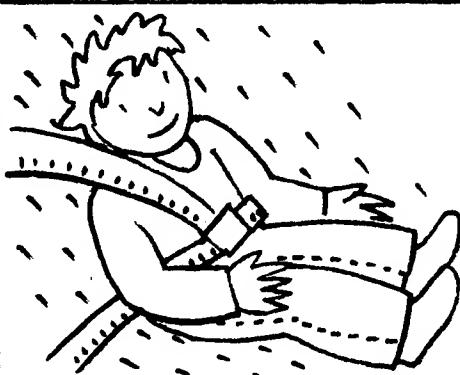
bike

feet

clown

# Tell About It

An ad tells about a thing someone wants to buy.

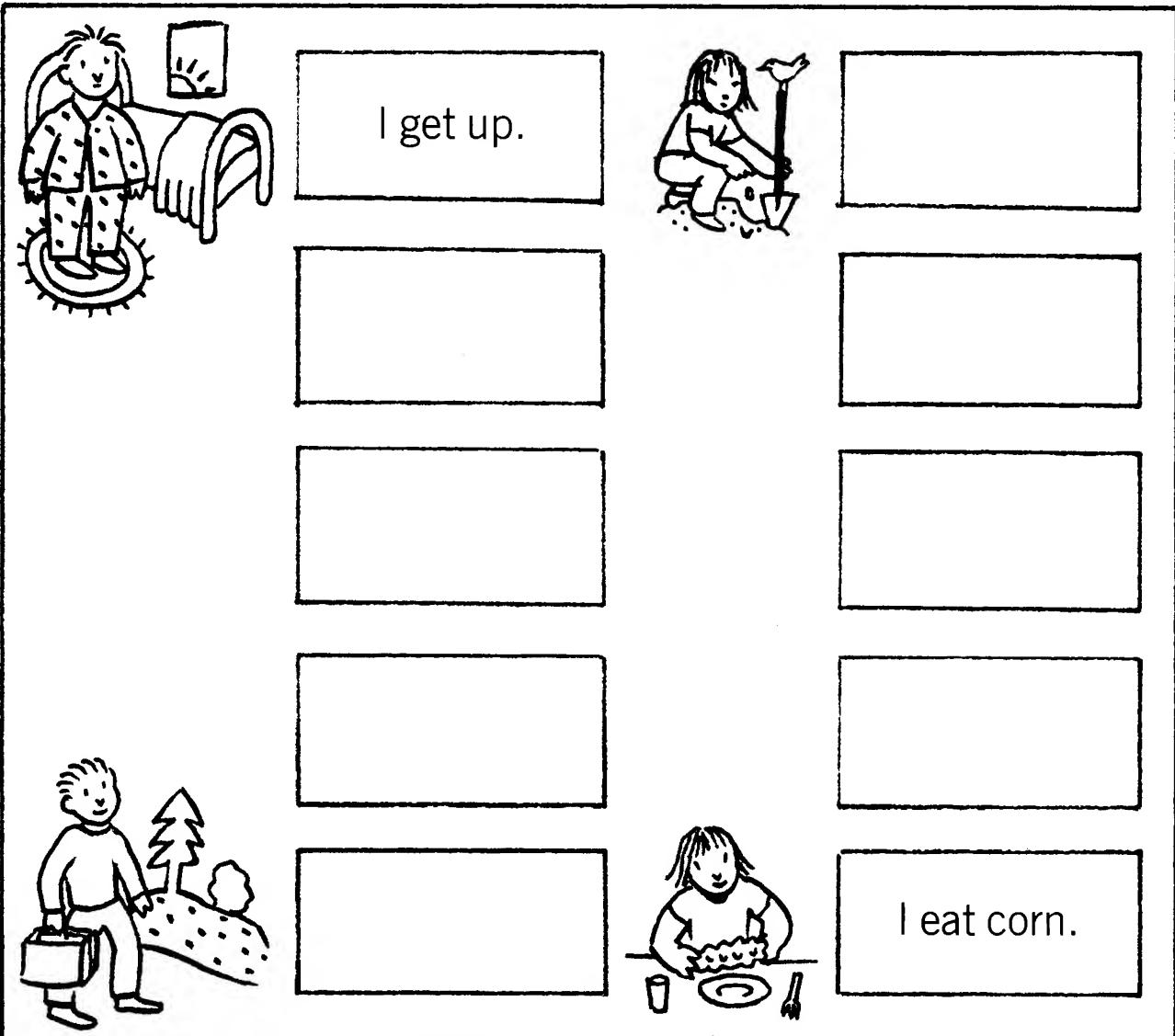


Look at each picture. Each thing is needed for a different reason. Write a sentence that is an ad for each picture.

Or, tell how you use each picture. Share your work with a friend. Do you use the same things?

# Make A Flow Chart

Read the sentences. Put them in order. Write them in the boxes.



I go to school.

I eat breakfast.

I get dressed.

I wash my face.

I water the seeds.

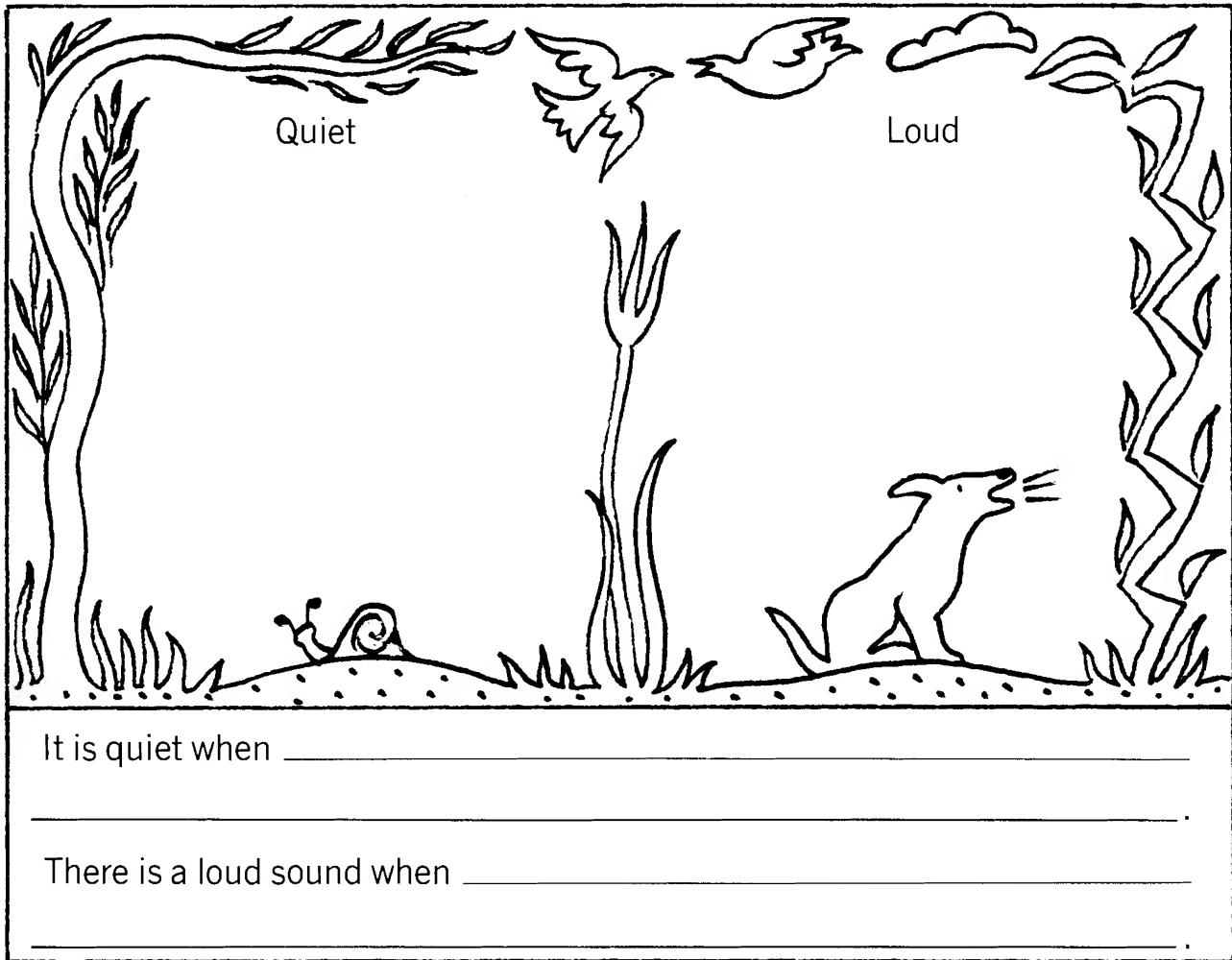
The sun shines.

I pick the corn.

I plant the seeds.

# Sounds Like

There are sounds all around. Listen carefully. What do you hear?



It is quiet when \_\_\_\_\_.

There is a loud sound when \_\_\_\_\_.

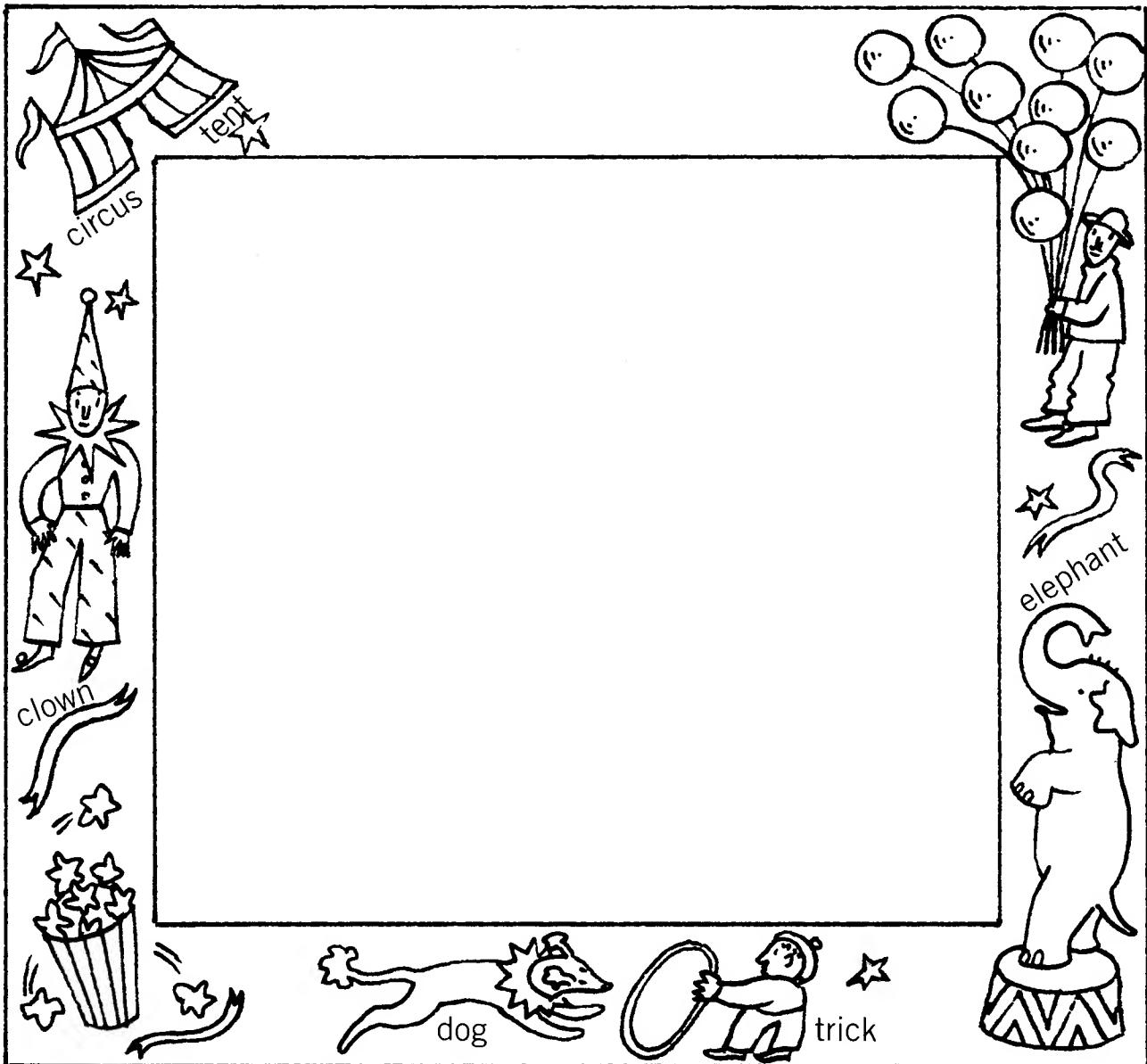
Cut out each little picture.  
Does it make a loud sound?  
Paste each picture in the right place.

Now read each sentence. Fill in each blank. Tell something about a quiet time and a loud time.



# At The Circus

Many things happen at a circus. You see people and animals.

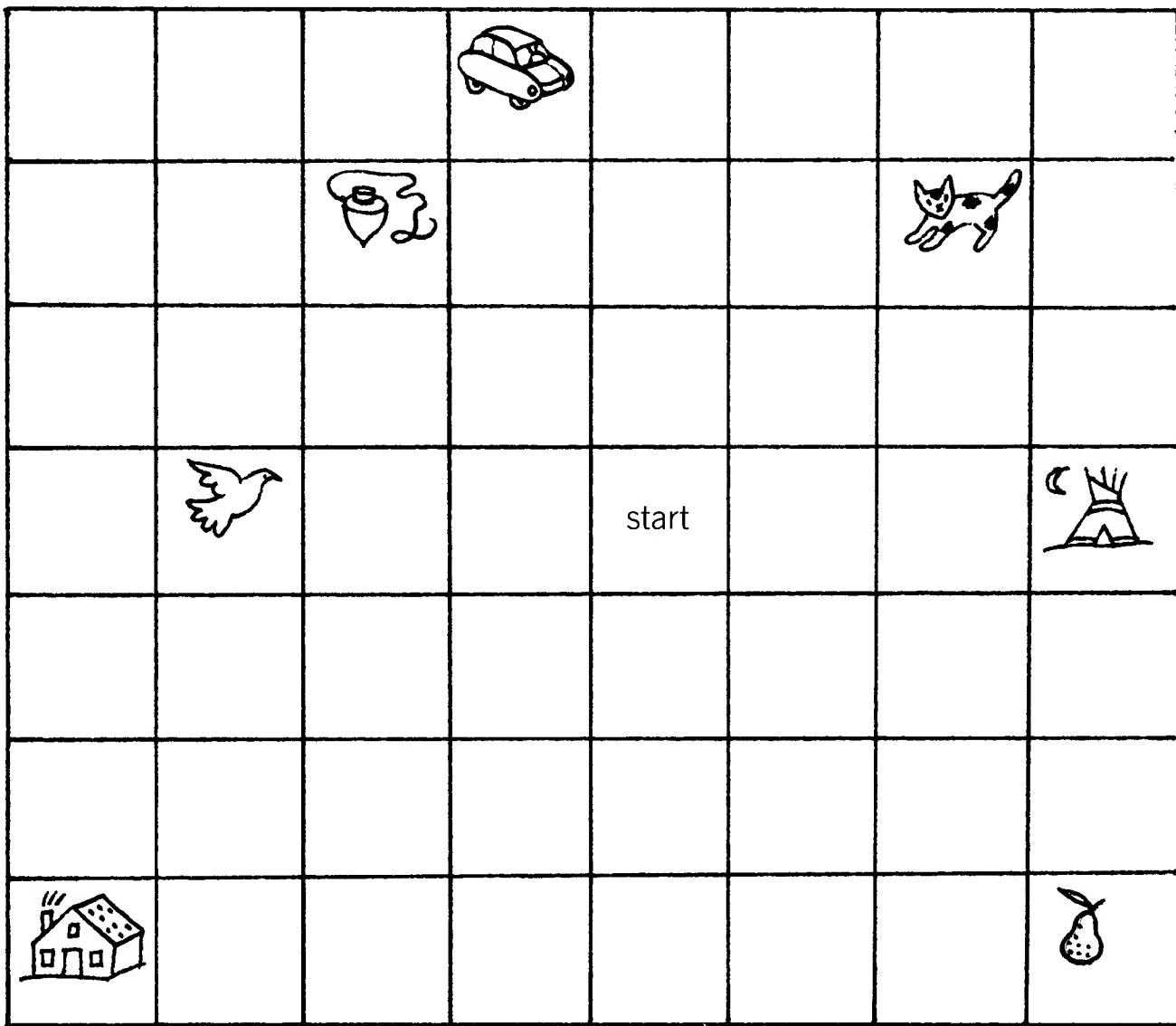


Write a story about a circus. You can start with the little pictures. Tell what you like about the circus.

Now use your computer. Write your circus story on a blackboard. Use the different chalk colors.

# Follow Directions

The computer follows your directions. It does what you tell it to do.

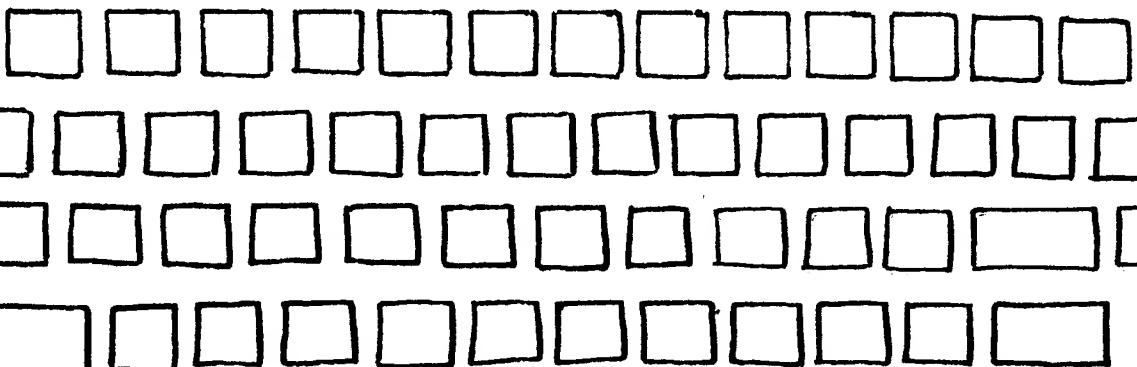


Read each sentence. Look at the chart. Follow the steps. Which picture is the answer?  
Put an x on the right answers.

1. Go down 3 spaces. Go right 3 spaces.
2. Go up 2 spaces. Go left 2 spaces.
3. Go left 4 spaces. Go down 3 spaces.
4. Go up 2 spaces. Go right 2 spaces.

# Fill In The Blanks

Some keys on this computer are missing? Can you find them?



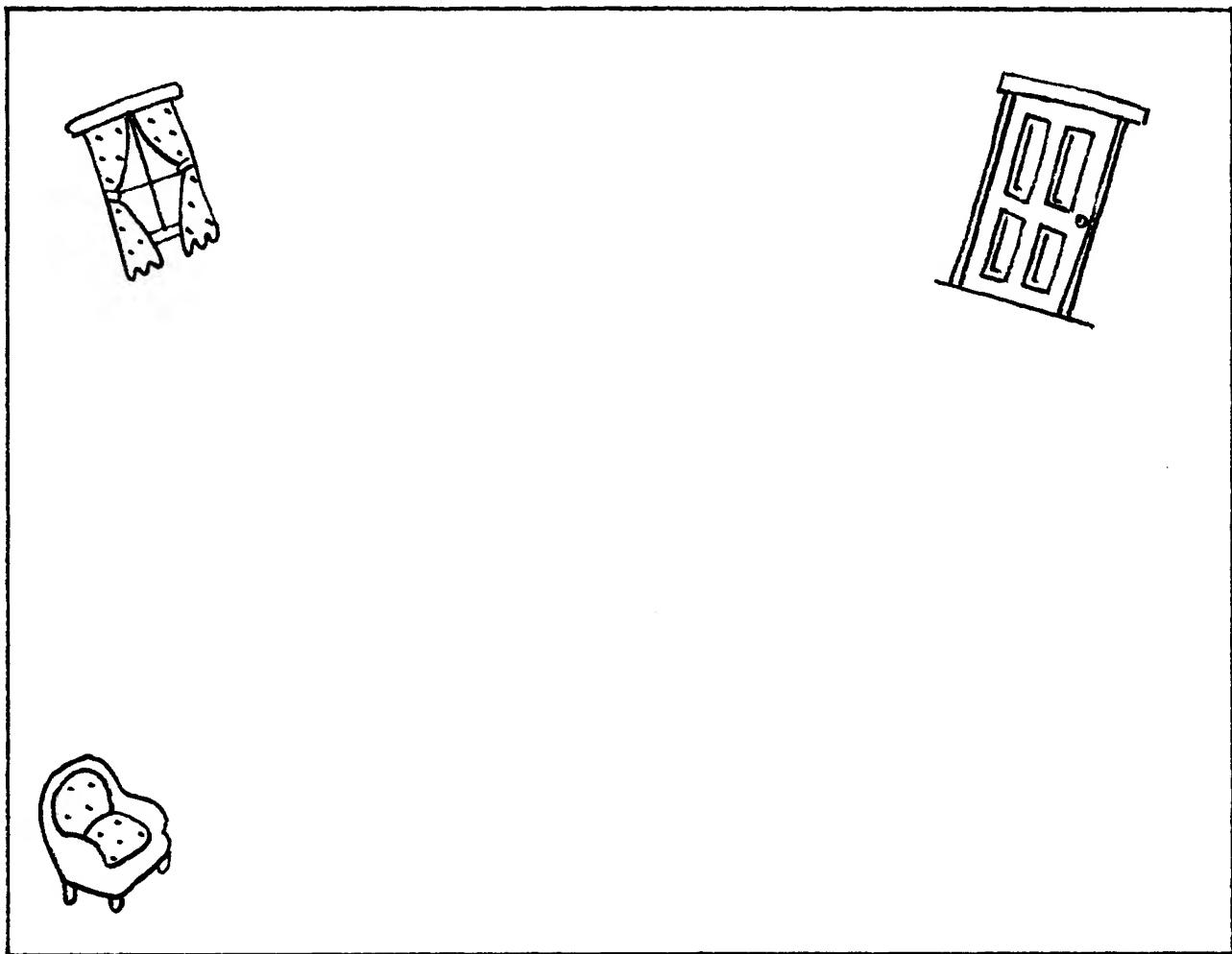
Look at this keyboard. Now look at  
the pictures of the keys. Do you  
know where each key belongs?

Cut out the pictures of the keys.  
Paste each picture on the keyboard  
in the right place.



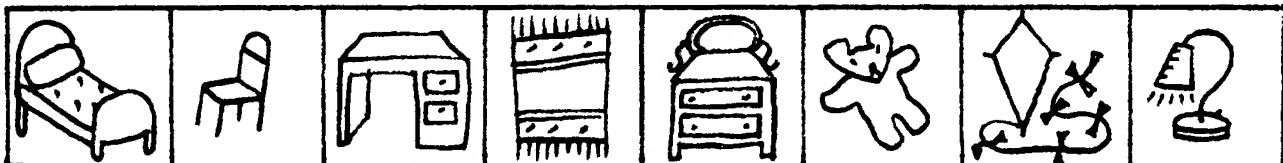
# Plan A Room

You can make a map of a room. What do you need to make it special?



You can make a room. Look at each picture. Where will you put each picture in your room?

Cut out the pictures. Paste them in your room. Then draw more things to finish your room.



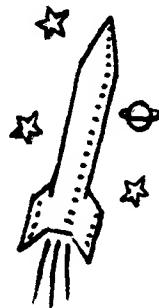
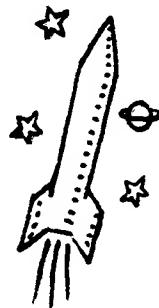
# Before And After

Before already happened. After happens next.



before

after



before

after



before

after



before

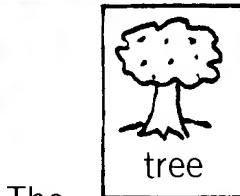
after

Look at each picture. What happened before the picture? Draw what you think took place.

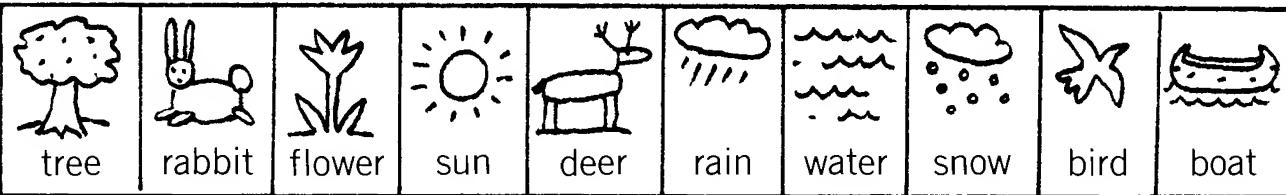
Now look at each picture again. What will happen next? Draw what you think will happen next.

# Sentence Pictures

Write sentences. Use the little pictures in your sentences. One is done.

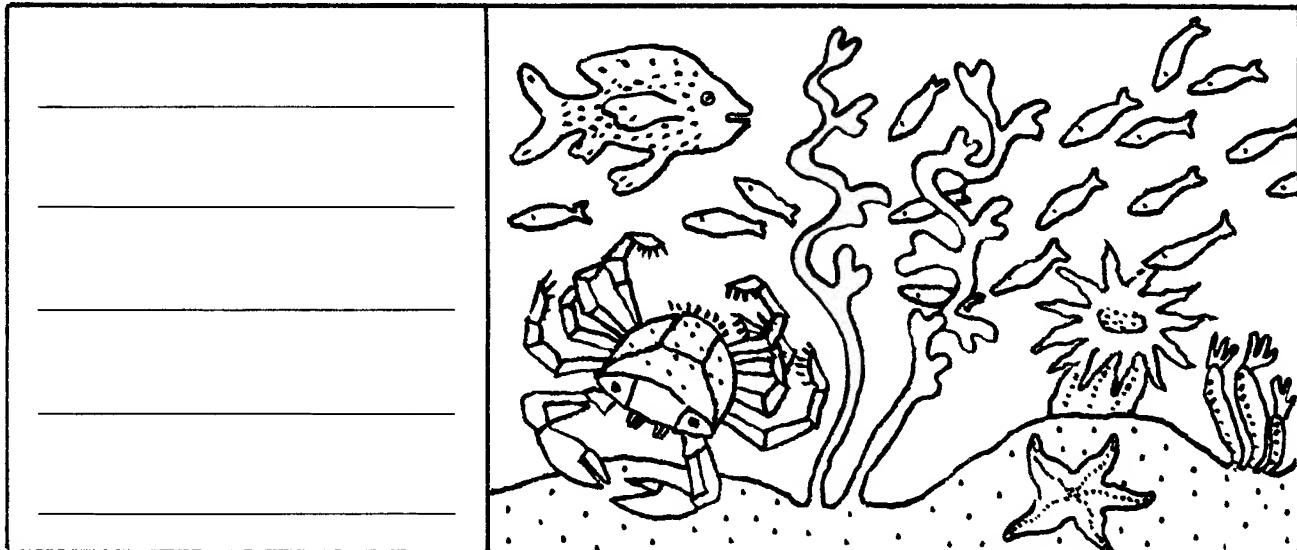
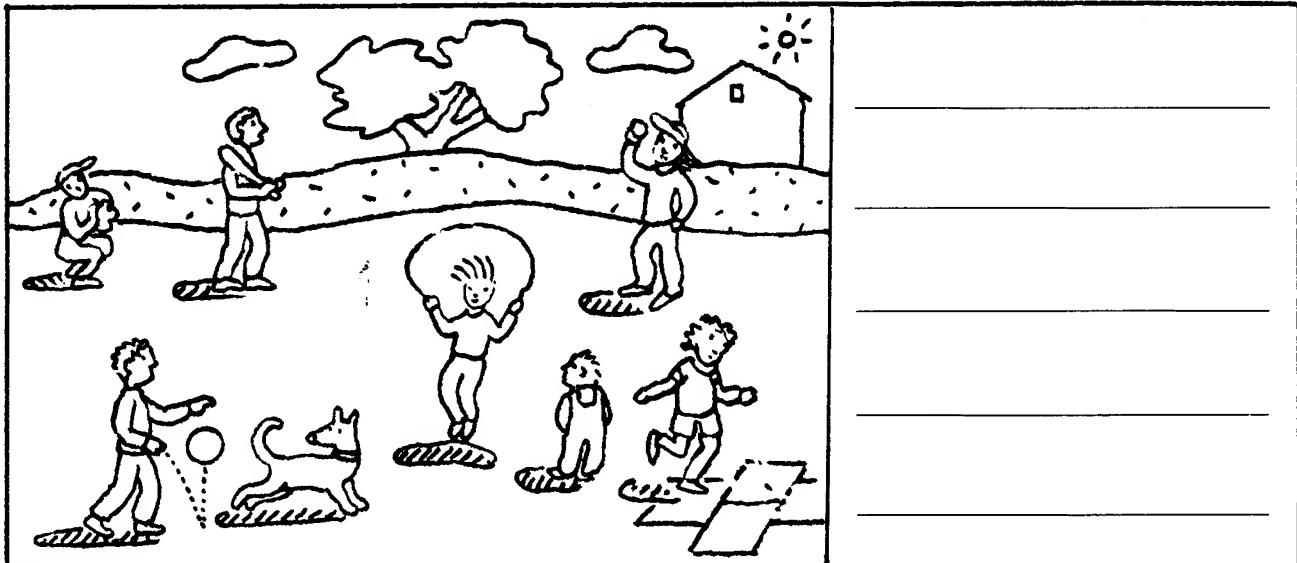


The            is big.



# Put It In Words

Pictures show you many things. Words tell you many things.

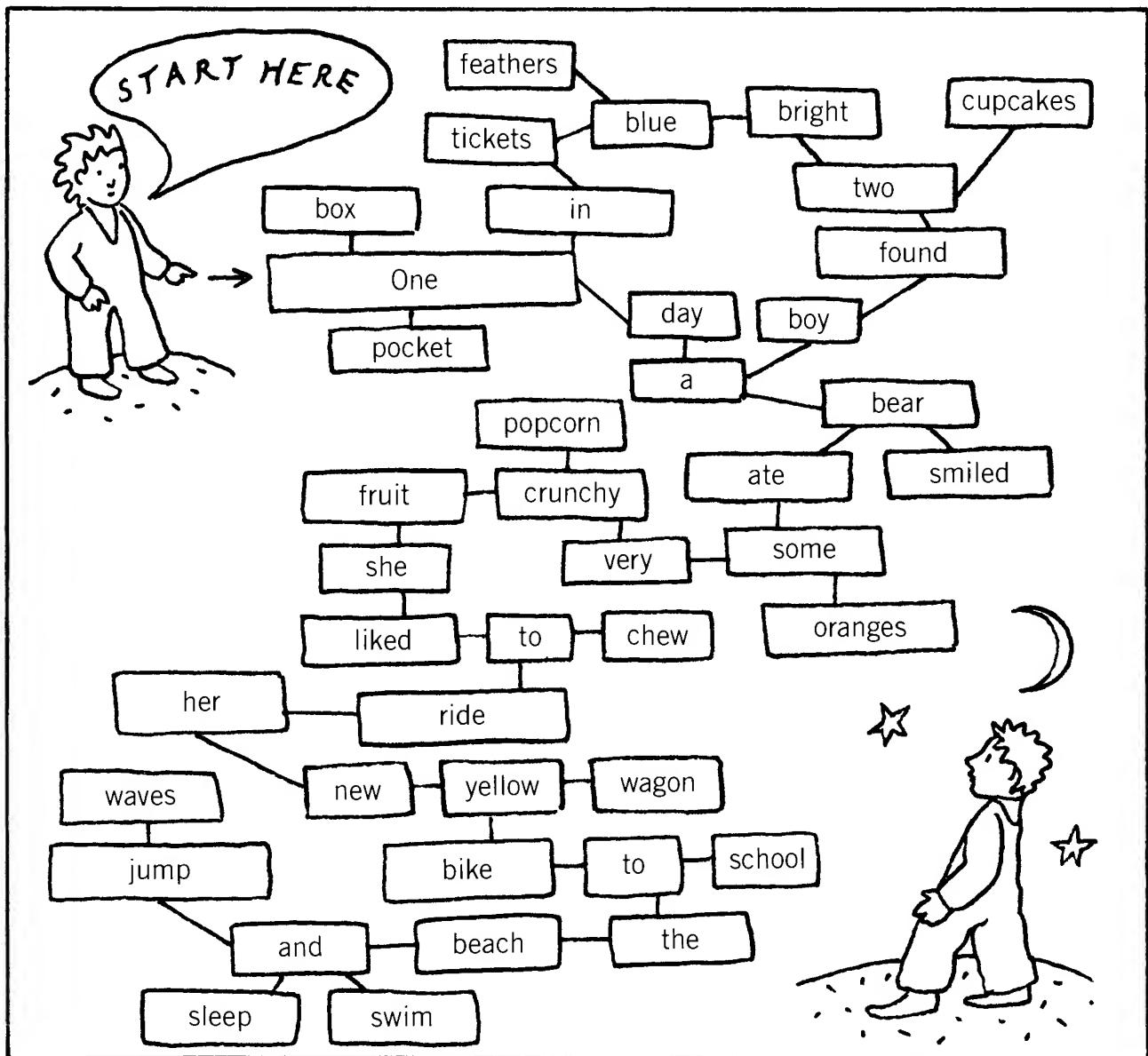


Words can tell about pictures. Words tell what is happening. Words also tell others how you feel.

Look at each picture. What is going on in each one? Write a sentence that tells about each picture.

# Sentence Flow

You can make many sentences with the same words. Try it.

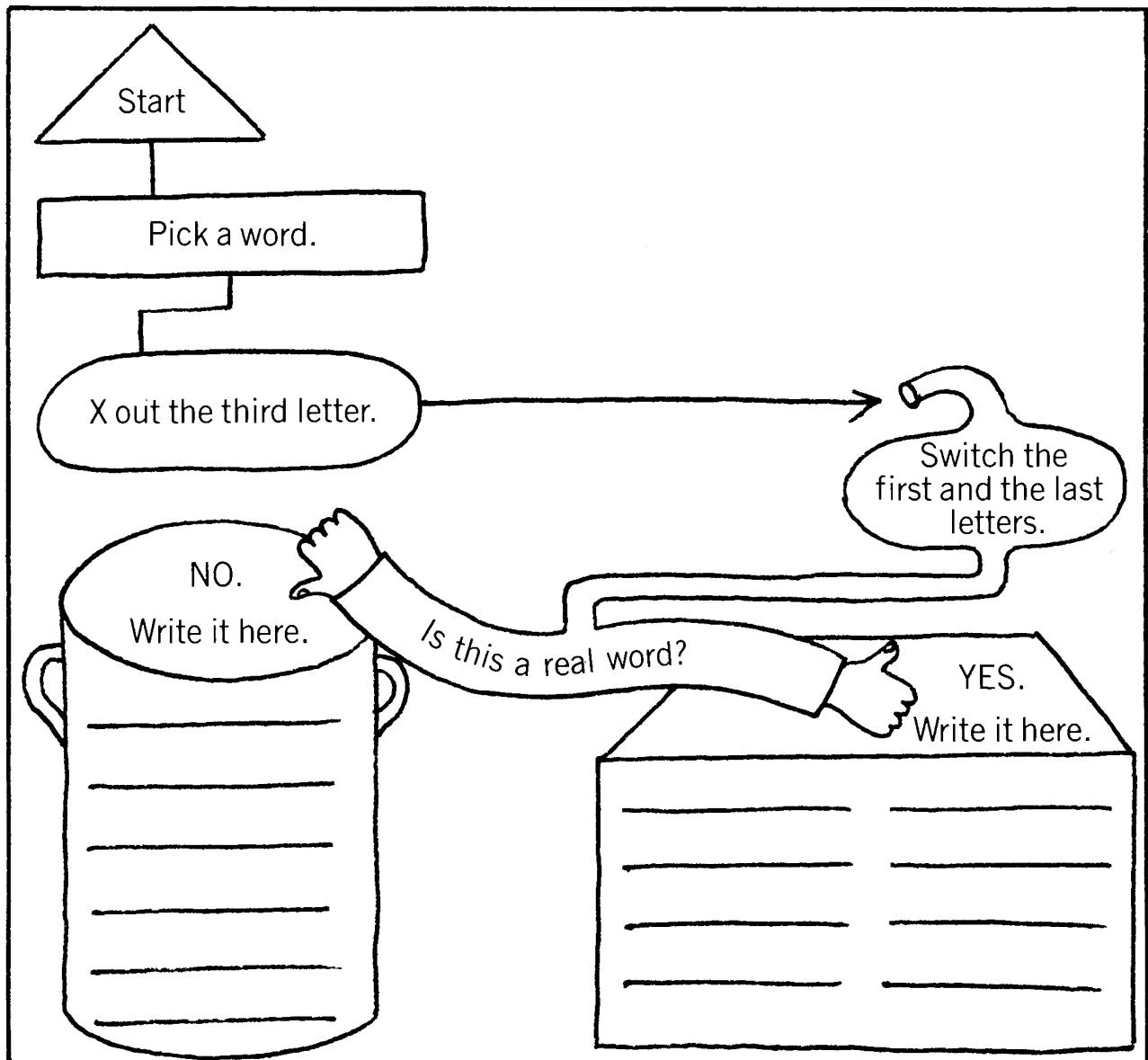


Look at the boxes.  
There are lines between each box.  
Each box has a word in it.

Make as many sentences as you can.  
Go from box to box. Put the words  
together to make sentences.

# Crunch A Word

How well can you follow directions? Use the word crucher.

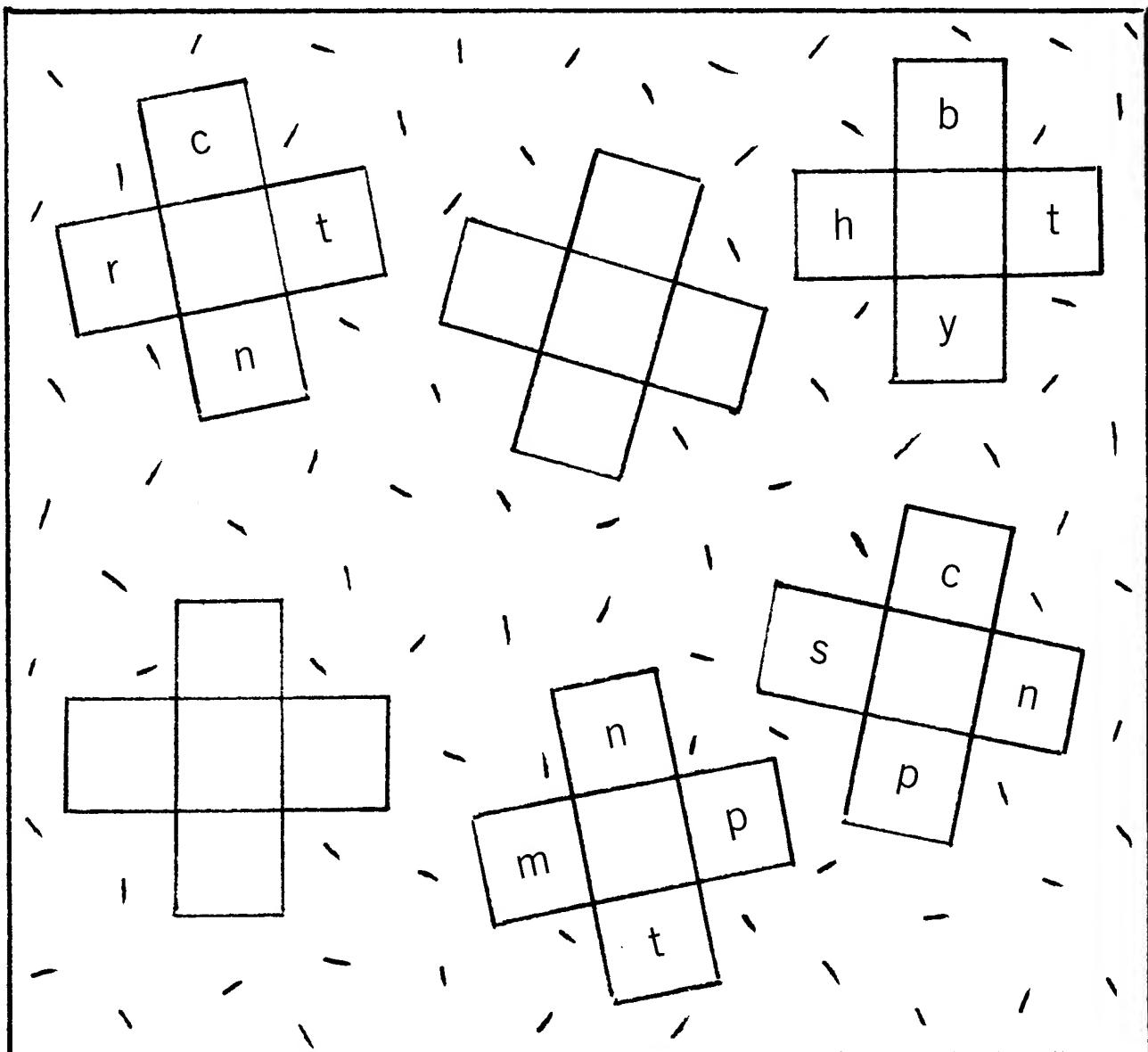


Begin at start. Then read each step. Follow the directions. How many words can you make?

Here are some words you can try: deer, gold, saw, need, door. Now pick words you like. Put them in the word crucher.

# Guess The Vowel

Here is a game to play. Can you guess the missing vowel?

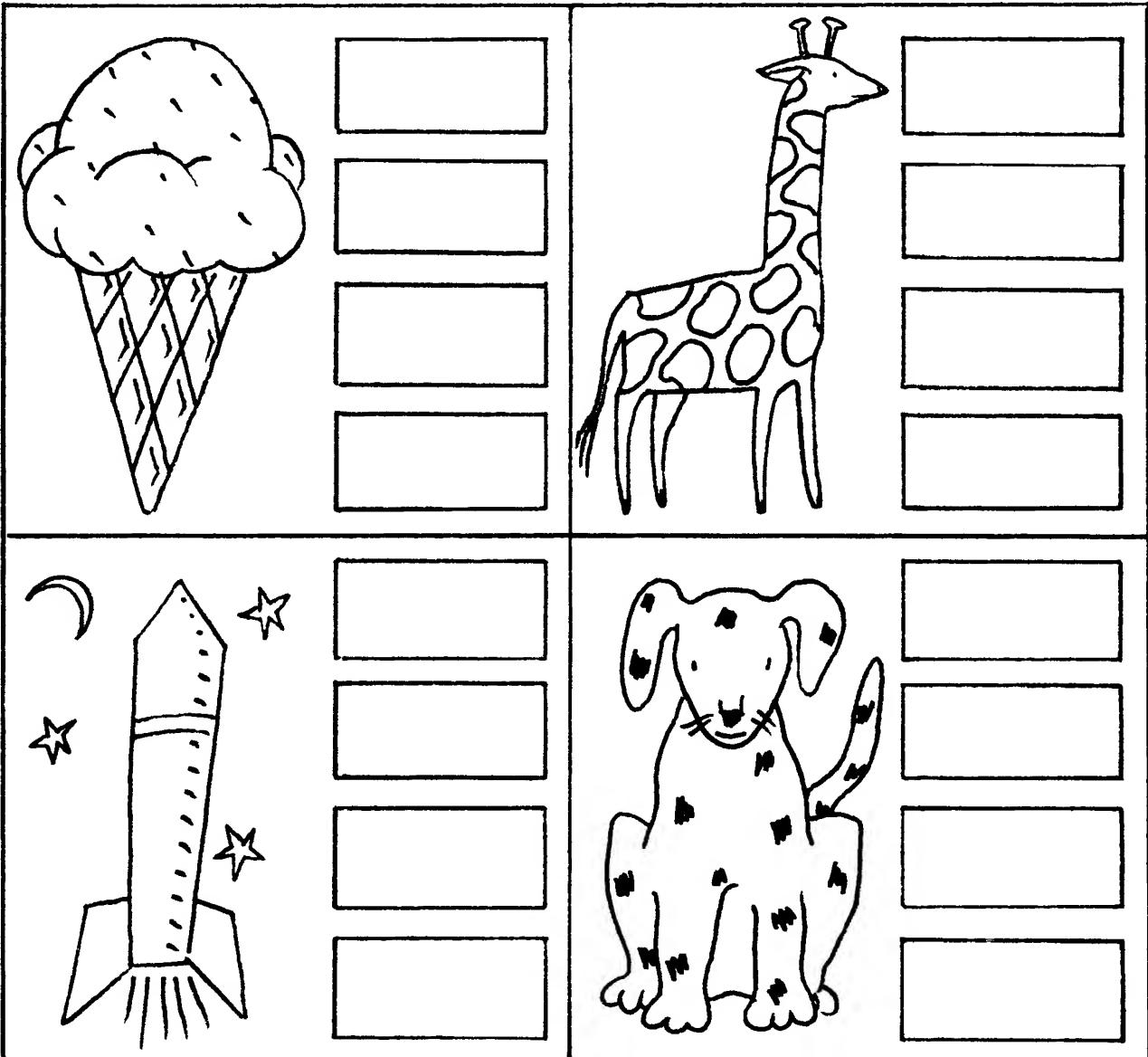


Look at each puzzle. One letter is missing. The missing letter can be an a, e, i, o, or u.

Write a missing letter in the boxes. You have to spell a word going across and down.

# Describe It

Look around. Use many different words to tell what you see.



Words can tell about things. A house is big. A baby is small. An apple can be red, yellow or green.

Look at the pictures. What words tell about each one? Write words to tell about the pictures in each box.

# Tell Who I Am

People share messages. They write letters to each other.

Dear Chatty,  
My socks always  
fall down. No one walks  
with me. I always stop  
to pull up my socks.

Signed,

Dear Chatty,  
I like to visit my  
Uncle Tom. He tells  
good stories. When I  
leave, he pats my head.

Signed,

Dear Chatty,  
My bird sings all  
night and sleeps  
in the day. I do not  
get any sleep. Help!

Signed,

Names: Bird Brain, Stop and Go, Head Hurts, Always Tired,  
Skinny Legs or Pat Pat.

Read these letters.  
Who do you think wrote each  
letter? Pick a name.

Then write it on the line  
in each letter. (There is more than  
one answer for each letter.)

# Sentence Writer

---

You can write a sentence in a small space. Try it in these boxes.

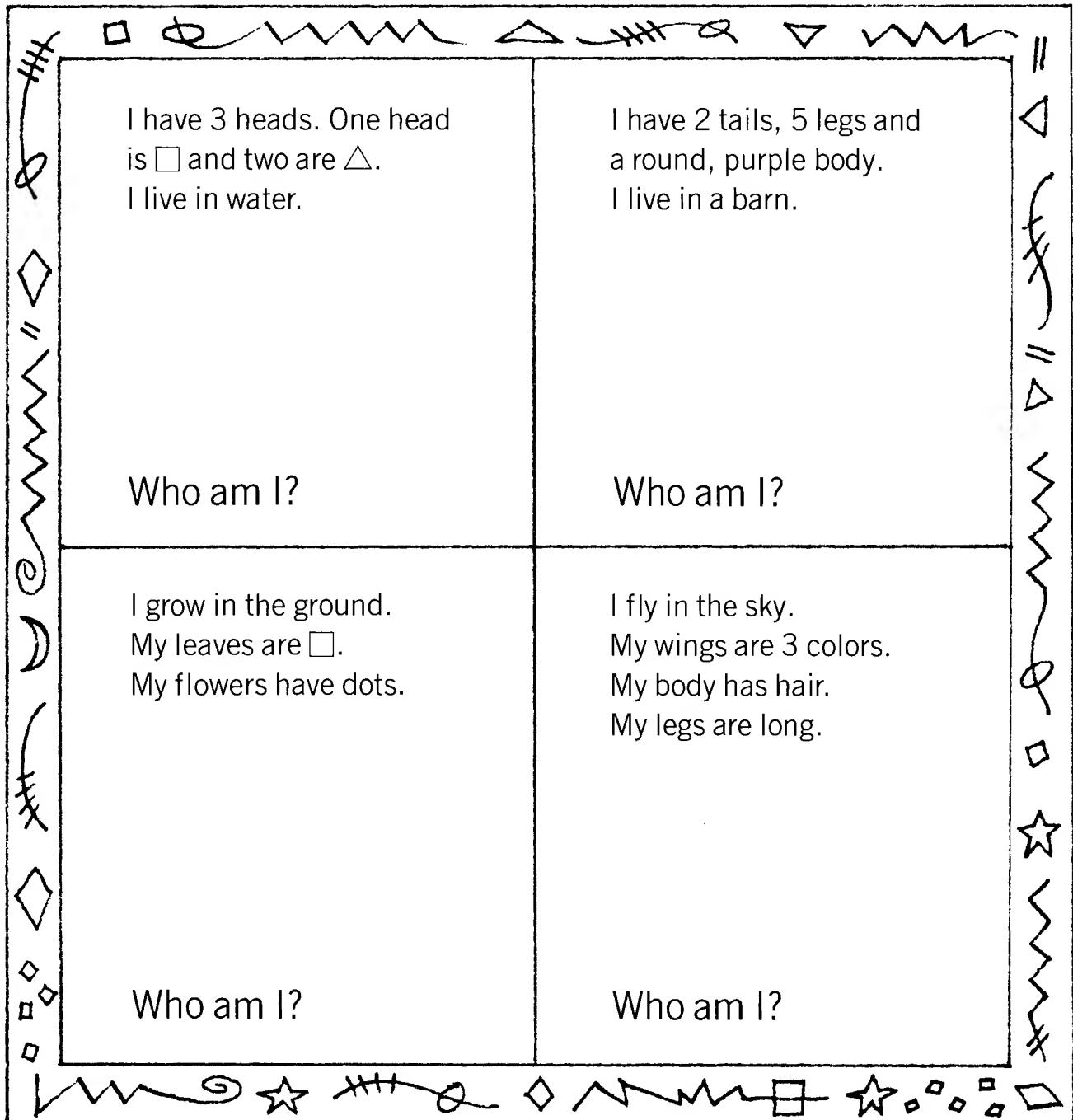
A large grid of 60 squares (10 columns by 6 rows) for drawing or writing practice. To the right of the grid is a decorative border featuring stylized leaf shapes and a cluster of leafy plants.

Cut out each word. Put the words in order to make a sentence. Paste each word in the boxes. Leave spaces between words. Then write your own sentence.

f	l	y	a	w	a	y	i	n	T	h	e
b	i	r	d	s	w	i	n	t	e	r	

# Draw And Tell

Read the words in each box. Draw a picture.



# Map It Out

A map helps you go from place to place.

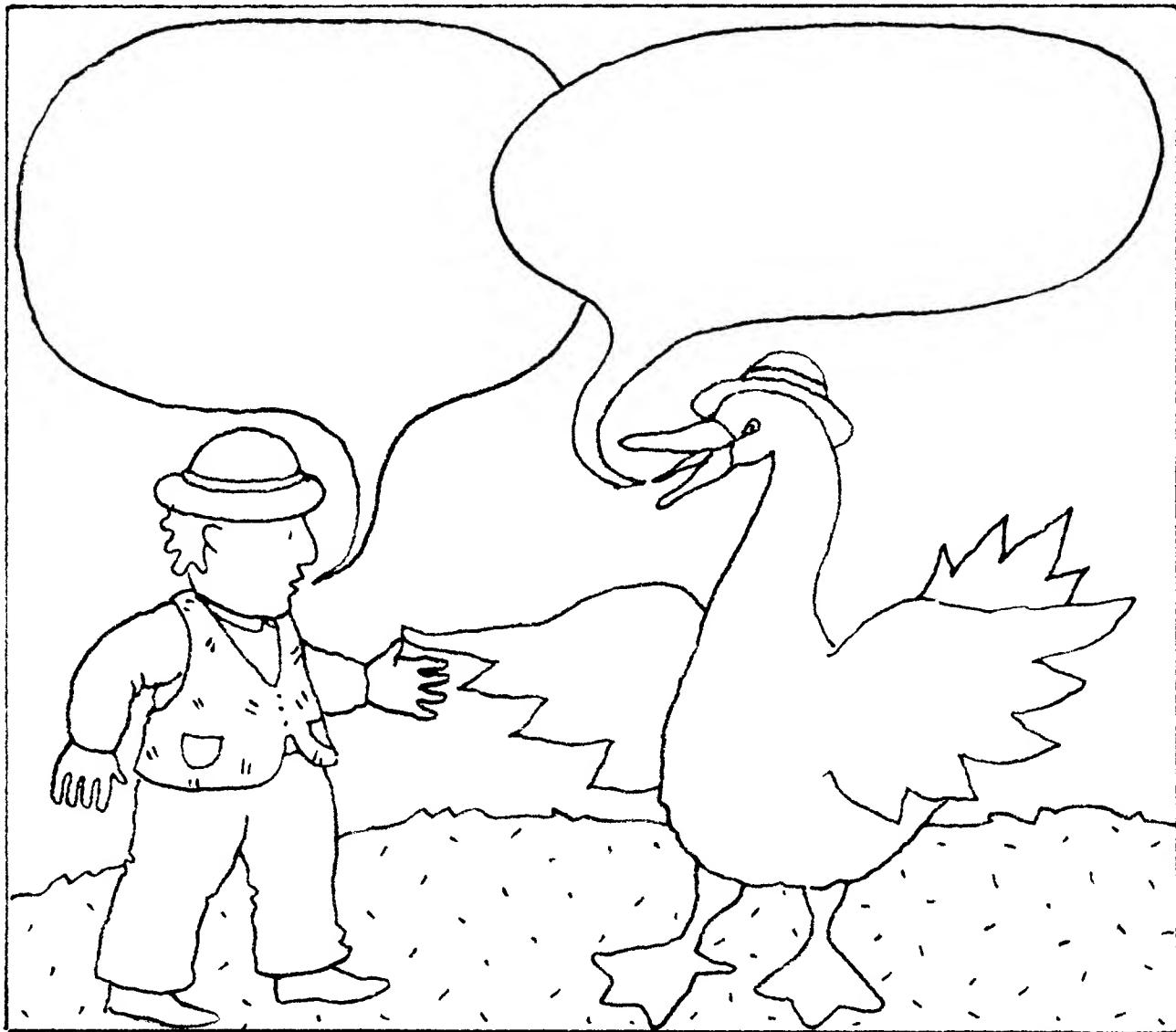


Start at the school. Color it yellow.  
Go to the bakery. Circle the bakery.  
Find a place to get gas. Color it red.  
Drive in a car. Color the car purple.  
Mail a letter. X the post office.

Read! Put a  around the library.  
Find two flags. Color them orange.  
Buy food. Put a  on the grocery store.  
Sit under a tree. Color it green.  
Go home. Color the apartments blue.

# Cartoon Maker

You can tell a story. You can read a story. Or, you can write a story too.  
When people or animals talk, they tell a story.



Funny things can happen. Look at the picture. There is a man and a duck. Do they look real? Do they look funny? What is each one saying?

Fill in the  with words. Tell what the man and the duck say. Then draw other things on the paper. Show what is happening.



# BLACK

Hi!

INSERT

Hi! PICK

WORD

To EDIT, USE IN

EDIT

ED

# WORD BOARD

A WORD

CARDS

DELETE

INSERT OR DELETE.

EDIT

EDIT

R

EDIT

BONK

K N I C K E D  
IF THE WORDS MAKE A SENTENCE, YOU CAN SAVE THEM. IF

SAVE

E N

Illustrated by Elwood Smith

SAVE	ERASE	SAVE	ERASE	SAVE	ERASE
DELETE	INSERT	DELETE	INSERT	DELETE	INSERT

IT

EDIT

THE WORDS DO NOT MAKE A SENTENCE, YOU CAN ERASE THEM.

Radio Shack

© 1983 CTW

SAVE	ERASE	SAVE	ERASE	SAVE	ERASE
DELETE	INSERT	DELETE	INSERT	DELETE	INSERT